Table 1: Santa Barbara South Coast C&D Waste Recycling Services and Processors

	WASTE HANDLERS THAT OFFER HAULING & DISPOSAL/RECYCLING			WASTE PROCESSORS THAT DO NOT OFFER HAULING					
				(self haul or contract your own transportation)					
		M & M	MarBorg	Granite ¹	Lash ¹	SB Iron &	SC Recycling	SB Sand ²	Tajiguas ²
	BFI	Scrap Metals	+ self haul	Construction	Construction	Scrap Metal	& Transfer	& Topsoil	Landfill
	965-5248	964-9128	963-1852	964-9951	963-3553	966-4468	681-4345	966-3909	696-1170
Mixed Wastes									
C & D Waste	\$\$\$\$		\$\$\$\$				\$\$\$\$		\$\$\$\$
Mixed Inerts	\$\$\$\$		\$\$\$\$				\$\$\$\$	\$	\$\$\$\$
Rubble	\$\$\$		\$\$		\$		\$\$\$\$	\$	\$\$\$\$
Asphalt/Conc. w/Metal	\$\$\$			\$			\$\$\$\$	\$	\$\$\$\$
Asaphlt/Conc. w/o Metal	\$\$\$		\$	\$	\$		\$\$\$\$	\$	\$\$\$\$
Pure Materials									
Dirt Only			\$				\$	\$	\$\$\$\$
Wood Only	\$\$\$		\$\$\$				\$\$		\$\$\$\$
Green Waste Only	\$\$\$		\$\$\$				\$\$		\$\$\$\$
Cardboard Only	Free		Free				Free		\$\$\$\$
Metal Only	Free	Payment	Free			Payment	\$\$		\$\$\$\$
Appliances w/o Freon	Free		Free			Payment	Free		\$\$\$\$
Appliances w/Freon (ea)			\$				\$		\$\$\$\$
Carpet			\$\$\$				\$\$\$\$\$		\$\$\$\$
Sinks, Tubs, Toilets			Free				\$\$\$\$\$		\$\$\$\$

¹Large customers must make pre-arrangements

<u>C & D Waste</u>: Mix of recyclable and non-recyclable items including drywall, stucco, concrete, masonry, cardboard, asphalt, green waste, wood, carpet, and trash.

<u>Mixed Inerts</u>: Dirt, rock, concrete, asphalt, roofing, bricks, plaster, stucco. No trash or organics.

 $\underline{\text{Rubble}}\text{: Concrete, Asphalt, Rock, Masonry, Ceramics. No trash or organics.}$

Legend

\$\$\$\$\$	cost of Transfer Station (TS) trash disposal
\$\$\$\$	from 75% to 99% cost of TS trash disposal
\$\$\$	from 50% to 75% cost of TS trash disposal
\$\$	from 25% to 50% cost of TS trash disposal
\$	less than 25% cost of TS trash disposal

²Not open to general public. Large customers only with dump trucks and larger. Must have radio and be on customer list.